Amendments to the Specification

Please replace paragraph [0043] with the following amended paragraph:

[0043]   This will provide, for each pixel $\underline{M(x_0, y_0)}$ ~~M(x_0, y_0)~~ of the screen, a vector $\overline{V}(x_0, y_0) = (V_x(x_0, y_0), V_y(x_0, y_0))$ representing its movement. In that case, this vector can be used to change the phase of the dithering according to the formula:

$$\varphi(x_0 - V_x(x_0, y_0), y_0 - V_y(x_0, y_0), t_0)$$

Please replace paragraph [0045] with the following amended paragraph:

[0045]   A big advantage of such a motion compensated dithering is its robustness regarding the motion vector. In fact, the role of the motion vectors is to avoid any visible pattern of the dithering during a movement that suppresses the temporal integration of the eye. Even if the motion vectors are not exact, they can suppress the pattern. According to a more optimized solution, for each pixel $M(x_0, y_0)$ of the screen, a vector $\underline{\overline{V}(x_0, y_0, t_0) = (V_x(x_0, y_0, t_0), Vy(x_0, y_0, t_0))}$ ~~$\overline{V}(x_0, y_0, t_0) = (V_x(x_0, y_0, t_0), Vy(x_0, y_0, t_0))$~~ representing its movement at time t0 is provided. In that case, this vector is used to change the phase of the dithering according to the formula:

$$\varphi(x_0 - f_x(x_0, y_0, t_0), y_0 - f_y(x_0, y_0, t_0), t_0)$$